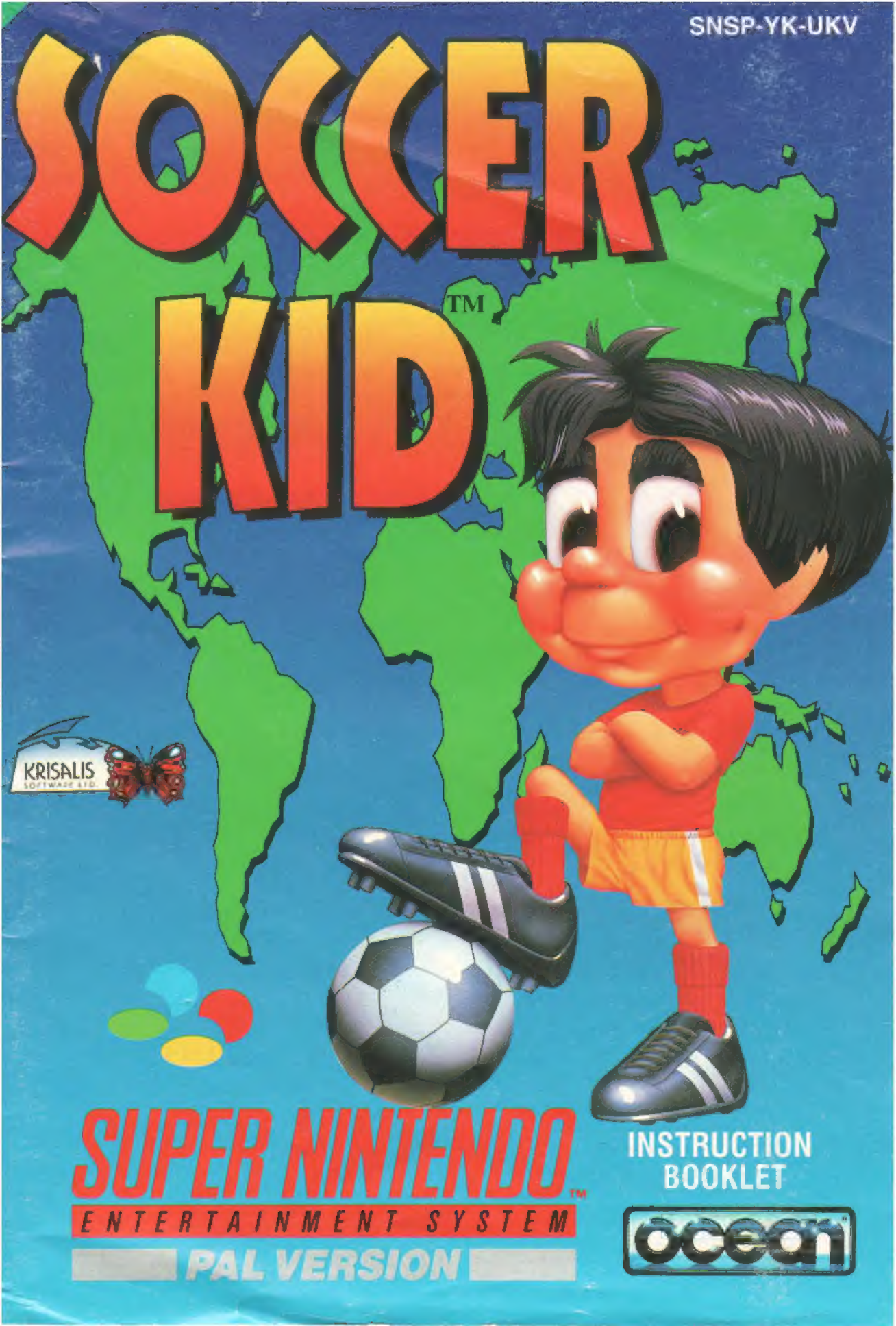
SNSP-YK-UKV

SOCCER KID™



SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

INSTRUCTION BOOKLET

ocean

CONTENTS

THE STORY SO FAR...	2
GETTING STARTED	3
THE TITLE SCREEN	4
CONTROLLING SOCCER KID	6
THE PLAY AREA	12
HOLD IT!	15
THE COUNTRIES AND THEIR INHABITANTS	16
PICK 'EM UP!	21
PLAYING ADVICE	22

THE STORY SO FAR...

It's 1994, the day of the World Cup Final in the United States of America. The atmosphere is e-lec-tric. A capacity crowd is waiting for the match to begin. So too, thousands of miles across the water, is Soccer Kid, sat in front of his television.

A million miles away in outer space, far above the planet Earth, the alien pirate Scab is scanning the area for a trophy of Great Importance to add to his enormous collection.
'Beep beep beep!' goes the scanner as it locates the World Cup, the most prestigious reward on Earth, shining brightly in the American sun.

Suddenly, a blanket of darkness falls over the stadium and Scab's spaceship materialises. The crowd is dumb struck until the World Cup disappears from view. They gasp. They boo. They cry seconds later when the stadium is relit... and Scab's ship is already orbiting the Earth.

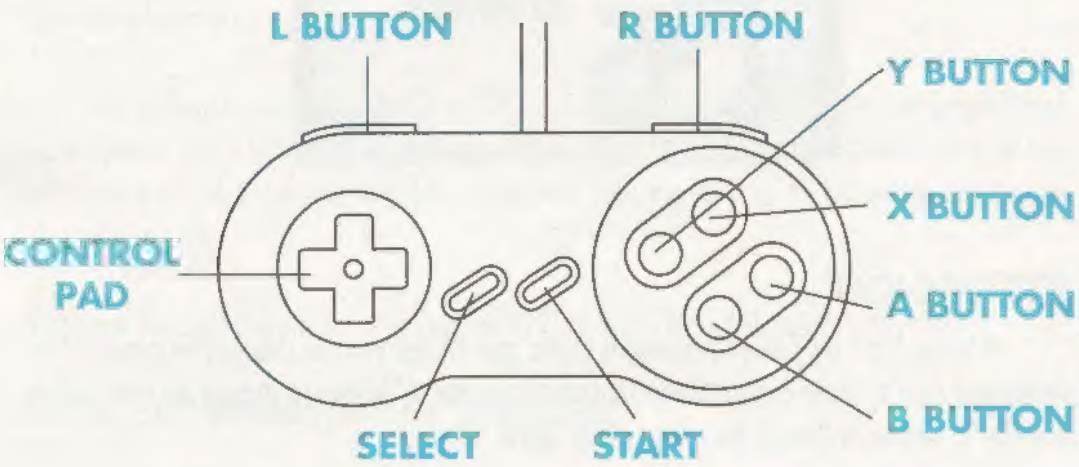
BANG! The smug Scab collides with an asteroid. The World Cup shatters into five pieces which fall to Earth, each chunk landing on a different part of the globe.

Soccer Kid decides there and then to save the day by recovering the five pieces of the World Cup.

Make sure that the power to your Super NES is switched off. Insert the Game Pak, then switch the power on.

If you are playing for the first time, just press the START button to start. If you wait a demonstration will run. Press START to return to the title screen.

CONTROLS



OPERATING THE MENU SCREENS

On the menu screens pushing UP or DOWN on the control pad will allow you to move the football between the options.

Pushing LEFT or RIGHT on the control pad will change the current option.
If the option cannot be changed press the START button to select it.

THE TITLE SCREEN

Hey! There's Soccer Kid, ready to roll. Three options are presented: 'START', 'OPTIONS' and 'PASSWORD'. Push up or down on the control pad to move the football marker between the options and press START to select an option.

KIT DESIGN

If Soccer Kid's red and yellow strip is not to your liking, you can change the colours of his shorts and shirt to those of your favourite team. Push the 'L' button to change his shirt colour, and the 'R' button to change the colour of his shorts.

START

Select this option when you are ready to play.

OPTIONS

Three options are presented: "LANGUAGE", "DIFFICULTY" and "EXIT".
Push up or down on the control pad to select an option. The "LANGUAGE" and "DIFFICULTY" options can be changed by pushing RIGHT on the control pad when they are highlighted. Pushing LEFT on the control pad will revert to the previous setting.

E.G. If you wish to play the game on "PRACTICE" level, push DOWN on the control pad to select the "DIFFICULTY" option. Now press RIGHT on the control pad, you will see the difficulty level change from "NORMAL" to "PRACTICE". Now push down on the control pad and push

START to select "EXIT". Now select "START" from the title screen and you will start the game on "PRACTICE" level.

PASSWORDS

Three options are presented: "START", "BBBBBBBBB" and "EXIT".

Passwords are given to the player when he reaches various points in the game, they allow the player to restart the game from this point.

The middle option represents the current password. It is this character string which you must change. Each password is made up of ten characters. Pressing left and right on the control pad allows the player to select a character. Use the 'L' and 'R' buttons to change the selected character.

When you have set the password choose "START" to begin from this point.

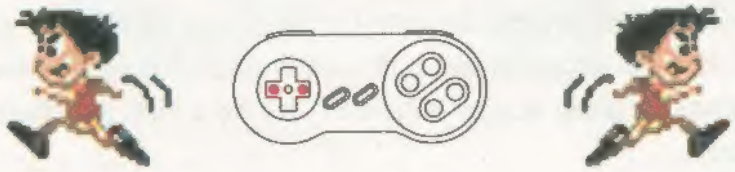
Selecting "EXIT" will return you to the "TITLE SCREEN".

CONTROLLING SOCCER KID

Soccer Kid is one talented individual, no doubt about it. He's an athletic fellow but his real talent shines through when he has a ball at his feet. Soccer Kid gains possession of the ball as soon as he touches it, and he can also use the ball to remove adversaries from play and collect items otherwise out of reach.

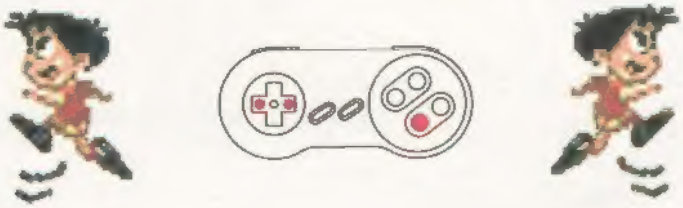
He Can Run!

Push LEFT or RIGHT on the control pad to make Soccer Kid move in those directions, whether he's in possession of the ball or not.



He Can Jump!

Push the 'B' button to make Soccer Kid jump. The longer the button is pressed, the higher Soccer Kid will leap. Soccer Kid can be guided in the air by pressing LEFT or RIGHT on the control pad. Note that Soccer Kid will not take the ball with him.

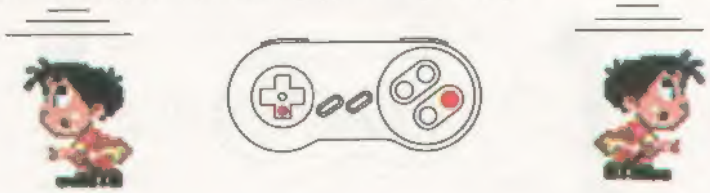


He Can Duck!

Push DOWN on the control pad to make Soccer Kid duck on the ground. Note that this move allows you to see what's below Soccer Kid.

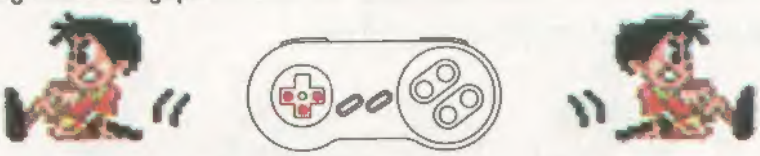
He Can Fall Through Thin Platforms!

Whilst pushing DOWN on the control pad, press the 'A' button to make Soccer Kid fall through a thin platform.
Note that Soccer Kid will not take the ball with him if he has it.



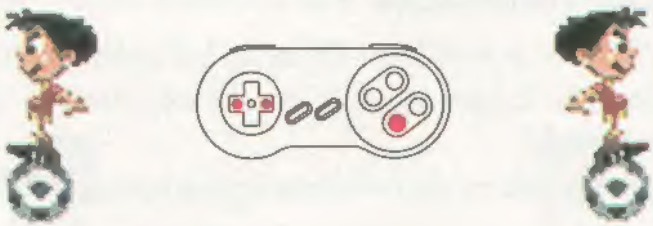
He Can 'Do' Sliding Tackles!

Push DOWN on the control pad when Soccer Kid is running left or right. Soccer Kid will perform a sliding tackle, whether or not he's in possession of the ball. This move is particularly useful for sliding under low gaps.



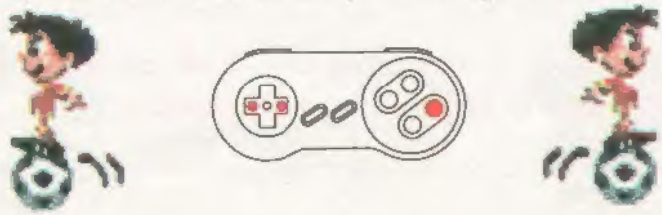
He Can Land on the Ball!

When Soccer Kid's in the air move him over the ball and he will land on it - but only if he's above it. To make Soccer Kid step off the ball push left, right or down on the control pad.



He Can Roll on the Ball

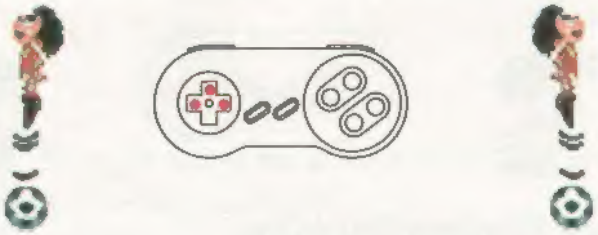
When Soccer Kid's standing on the ball, press and hold the 'A' button, then push LEFT or RIGHT on the control pad to make Soccer Kid roll the ball in those directions. To make Soccer Kid step off the ball, release the 'A' button and push left, right or down on the control pad.



CONTROLLING SOCCER KID

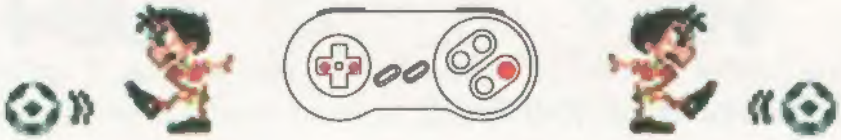
He Can Jump High Off the Ball

Here's a handy move for when Soccer Kid can't quite reach a platform above him. Push UP on the control pad when Soccer Kid's standing on the ball to make him jump high. Push LEFT or RIGHT on the control pad to guide Soccer Kid in the air.



He Can Kick the Ball!

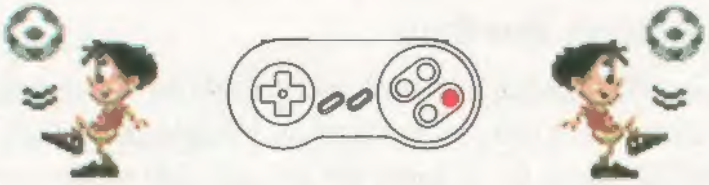
Soccer Kid can kick the ball in many different directions. Push LEFT or RIGHT on the control pad then push the 'A' button and Soccer Kid will kick the ball in those directions. Note that the ball can be kicked straight across small gaps.



He Can 'Do' Trick Kicks

Press the 'A' button to make Soccer Kid tap the ball on his foot. From here Soccer Kid can perform many tricks. To make Soccer Kid drop the ball, release the 'A' button and push DOWN on the control pad.

A bonus of 100 points is given for every adversary removed from play with a Trick Kick.



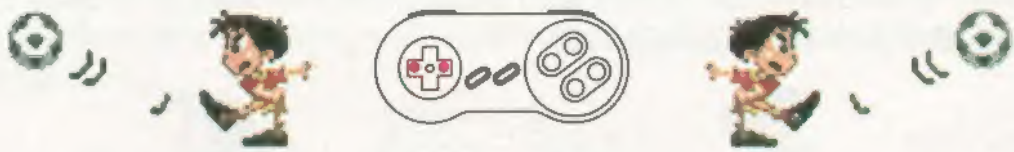
When Soccer Kid is tapping the ball on his foot you can perform any of the following trick kicks...

He Can Kick The Ball High!

Push UP on the control pad to make Soccer Kid kick the ball straight up.

He Can Kick the Ball Long and Hard!

Push the direction on the control pad that Soccer Kid is facing (Left or Right) to make him kick the ball long and hard.

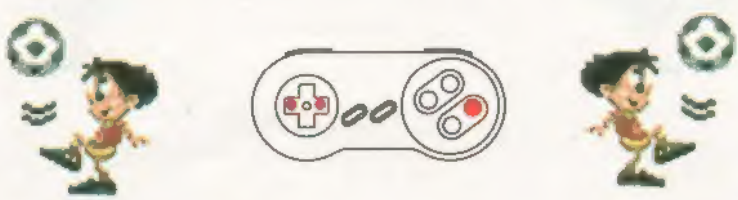


He Can Play a High Chip!

Press UP and the direction Soccer Kid is facing to make him chip the ball.

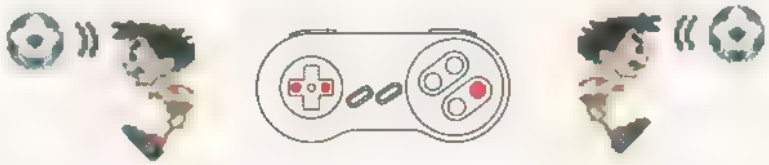
He Can Use Both Feet!

Press and hold the 'A' button then push the control pad away from the direction Soccer Kid's facing to swap feet.



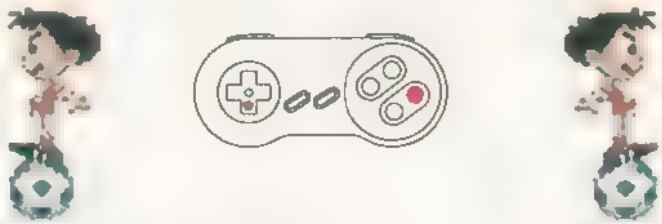
He Can 'Do' Flying Headers!

This move will take a little more practice than most. Kick the ball straight up then jump, press and hold the 'A' button and push the control pad in the direction Soccer Kid's facing to make him head the ball in the air - but only if the ball is near his head.
A bonus of 400 points is given for every adversary removed from play with a Flying Header.



He Can Balance on the Ball (Again!)

Press and hold down the 'A'' button, then push DOWN on the control pad to make Soccer Kid stand on the ball. To make Soccer Kid step off the ball, release the 'A' button and push left, right or down on the control pad.

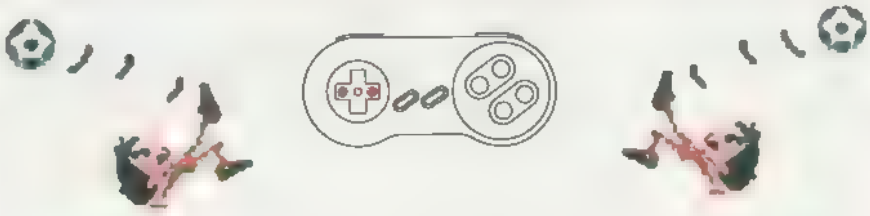


He Can Head the Ball!

Press and hold the 'A' button, then push UP on the control pad to make Soccer Kid flip the ball onto his head. To make Soccer Kid drop the ball, release the 'A' button and push the control pad in any direction except away from the direction he's facing.

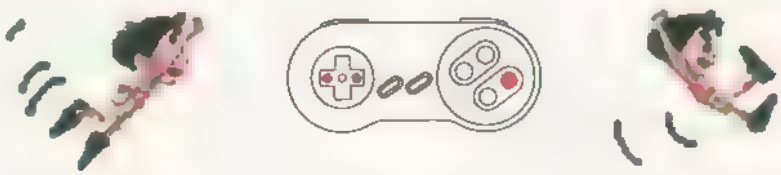
He Can Play Overhead Kicks!

When Soccer Kid has the ball on his head, push the control pad away from the direction Soccer Kid's facing to make him perform an overhead kick.
A bonus of 800 points is given for every adversary removed from play with an Overhead Kick.



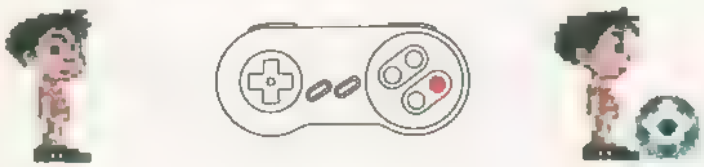
He's a True Swinger!

In some sections Soccer Kid needs to use ropes to swing across chasms. To make Soccer Kid jump onto a rope, simply time his leap so that he will collide with the end of the swinging cord. Push the control pad in the direction of the swing to speed it up. Push the control pad in the opposite direction to the swing to slow it down. Press the 'A' button to make Soccer Kid jump off the rope.



New Balls Please

It's not uncommon to lose Soccer Kid's ball. But don't despair! When Soccer Kid's standing still, press and hold the 'A' button for approximately a second to bring a new ball into play. Note that if you complete a scene using less than ten balls you will get a bonus at the end.



THE PLAY AREA

Soccer Kid's Energy

Soccer Kid starts with two hearts, but if he bumps into an adversary or anything associated with it, he loses one of these hearts. Extra energy and even extra hearts can be collected (see PICK 'EM UP!).

A Soccer Kid life is lost when no more hearts are remaining. Soccer Kid's energy is topped up when a scene is completed.

Time Remaining

Soccer Kid has to complete each scene within a time limit. Bonus points are awarded for any time remaining at the end of a scene. On the Normal level of play Soccer Kid will also lose a life if time runs out. On practice level he can carry on even if the time limit runs out.

Your Score

Points are scored for removing adversaries from play, collecting bonus items and so on.

One Extra Life is awarded for every 100, 000 points scored. But only one hit per kick is permitted when using the ball to kill enemies, open chests, etc.

Soccer Cards Collected

You need to collect all 11 Soccer Cards to qualify for the Bonus Game where you can attempt to retrieve a piece of the World Cup. Remember each country contains three scenes. The number on the left shows the number of cards remaining on the current scene, the number on the right shows how many cards you have collected in the current country.
When you have collected all of the cards zero will be shown on the left and 11 will be shown on the right.
Note:- The number of cards in the current scene is not shown until you have found this information.

Don't forget: get the set!

Lives

You start with three lives but extra ones can be picked up along the way. When no more lives remain, the final whistle blows and it's all over... until next time.

Information

Kick the ball into this symbol for information about the current scene.

Restart Post

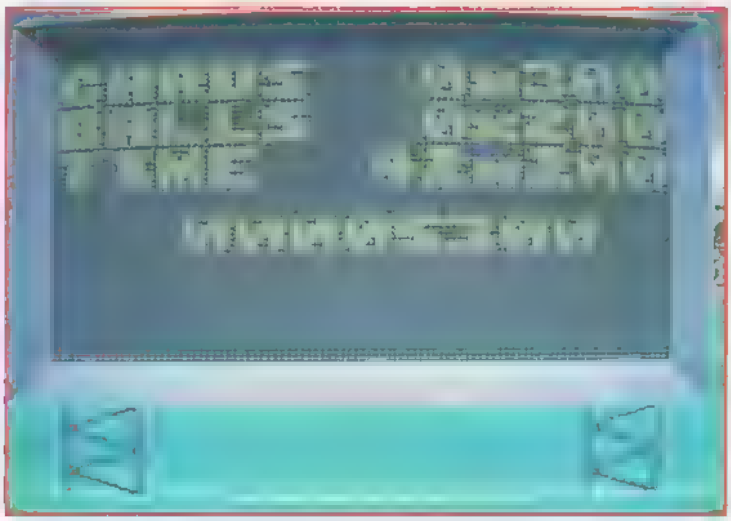
Should Soccer Kid touch one of these posts he will return to this point instead of the beginning of a scene when a life is lost.

Special Chest

Kick the ball at the chest until it explodes. Inside every Special Chest you will find a power up of some description. For further details see PICK 'EM UP!

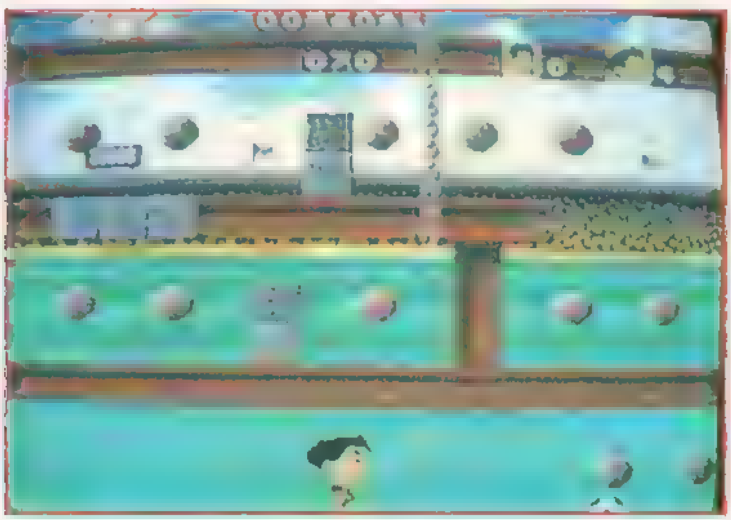
The Score Board

Once you have completed a scene you are given bonus points for the number of Soccer Cards collected, the number of balls you didn't lose, and time remaining. You are also awarded points for the number of trick kicks used to remove adversaries from play or to collect bonus items.



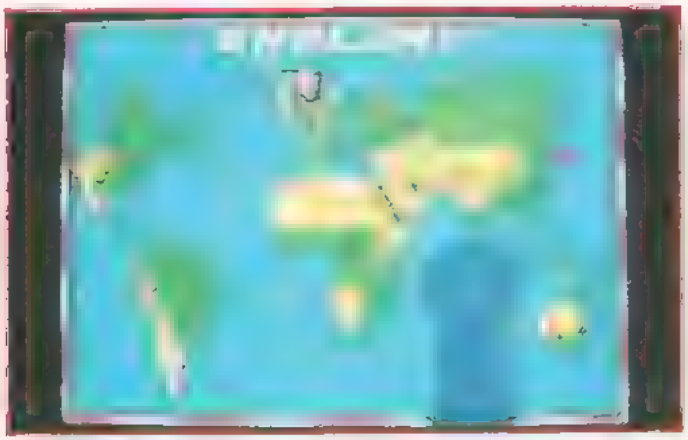
The Bonus Game

If you can manage to collect all 11 Soccer Cards from a country you can play the Bonus Game in an attempt to pick up a piece of the World Cup. In each Bonus Game there are 50 items to collect (the number remaining is shown in the top left-hand corner of the screen) before a piece of the World Cup appears below the large flashing arrow. Watch the clock!



The Map

The Map shows Soccer Kid's progress between countries.



Hold It!

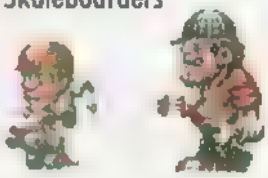
Maybe you need to take a break, in which case press the "START" button to freeze the action. The word 'PAUSE' will be shown To resume play press the "START" button again.

There are five countries to visit. Each country features three scenes to explore and complete. Among the obstacles you will find are pits, moving platforms, crumbly platforms, and spikes which not only hurt Soccer Kid but also burst his football. Watch out for secret passages where bonus items are found... and sometimes Soccer Cards!

ENGLAND

London East End

Soccer Kid's journey begins in the East End of London. Beware of Derek the Bonkers Builder, Stoo's Psychotic Skateboarders and the Rats in the underground.



Old Town

Things are a little more peaceful here but it's still no walk in the park.
Watch out for Simon's Silly Cyclists and Deranged Dogs roaming the streets.

London West End

Back to the hustle and bustle of the city. If you reach the end look out for Gareth, a rogue rugby player.

ITALY

The Riviera

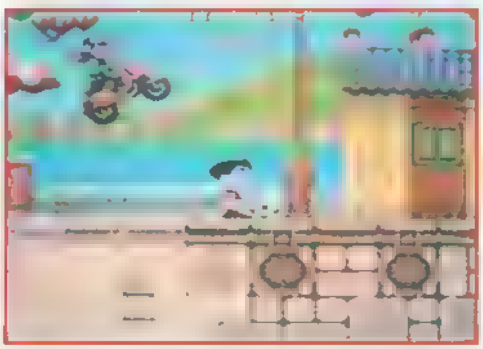
It's hard to miss the Moped Maniacs riding up and down the beach.

Roman Ruins

Among the crumbling masonry you will find swinging demolition balls, deadly darts, Poisonous Snakes and (GULP) ghosts.

The Venice Lido

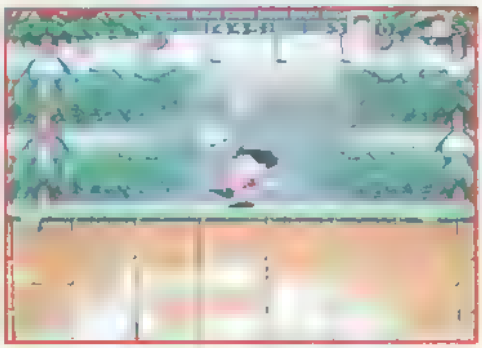
A beautiful beach and a rare performance by the world famous opera singer Paverelli. He hates football and kids. Oh dear!



RUSSIA

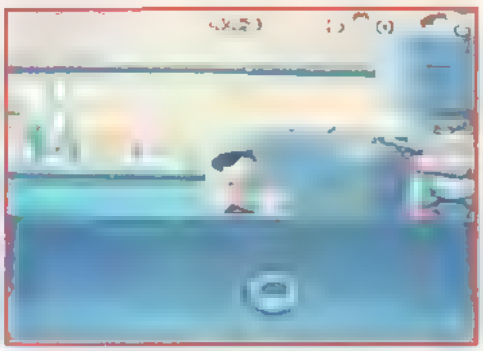
Moscow

Heavy snow is forecast but there's plenty here to keep you warm. Don't bump into the Slav Sledgers or the squirrels.



The Battleship

Beware the big uns - especially the ones in the hands of crazy sailors!



Red Square

The snow is falling and the Russian Gymnasty Assassins are out in force.

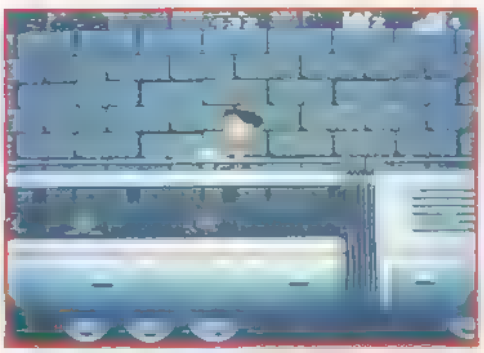
JAPAN

Nagoya

Soccer Kid must really take care here, not all of the robots are docile. There's also the Mad Professor armed with his latest invention.

Bullet Express

Prepare yourself for a high-speed train trip you won't ever forget. Avoid the coal-throwing moles and the restless robots. And mind the signposts - you will be warned, so prepare to duck!



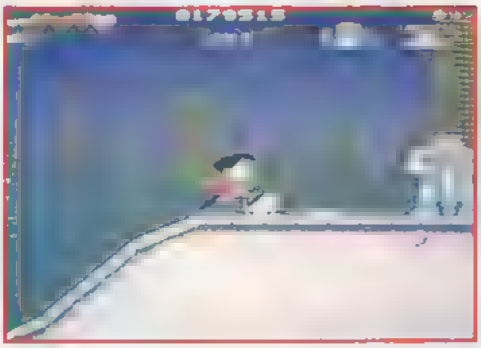
Tokyo

Don't let the fireballs, sparks and crushers make their mark. Look out for the secret tunnels and Sarky the crazy sumo wrestler.

USA

New York

Soccer Kid definitely has street cred but can you prove it ?
Beware of falling Bricks, Workmen on the streets and Ricky's 'High Rollers'.

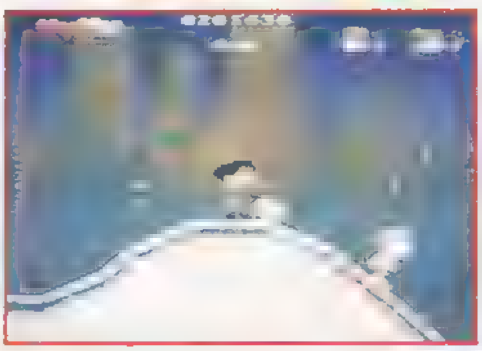


California

Falling coconuts and bouncing beach balls are best avoided, and so too are the mad, jumping clams and the alligators.

Chicago

It's not safe here. Rats scurry around the sewers, and deranged dogs run wild in the streets.
But to top it all there's Chuck, the crazed American Footballer.



Run or jump into any of the following - or use the ball to collect them.

Extra Time

Collect extra units of time to help Soccer Kid complete the scene.

Extra Stamina

Have a heart... Soccer Kid can have a maximum of five, which means he can take extra hits from something bad.

Extra Energy

Tops up Soccer Kid's energy level.

Invincibility

The effect is temporary. Soccer Kid flashes while he is invulnerable. Actually, he's not quite invincible: he is still hurt by spikes.

Extra Lives

Collect one for an extra life.

Speedy Boots

When Soccer Kid has these he runs twice as fast and is invulnerable - but he should still avoid spikes!

PLAYING ADVICE

* Before you play, take time to familiarise yourself with Soccer Kid's control and skills.

* A scene may contain more than one information symbol. Hit them with the ball whenever you see them.

* Kick the ball over spike pits - it could save your life!

* Kick the ball ahead - you may hit an off-screen adversary!

* Look down before dropping into a gap - there may be danger below!

Brought to you by Ocean Europe Ltd. with Krysalis Software Ltd.

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